MAGIC
THE GATHERING

AGE 13+

HEY! BEFORE YOU PLAY...

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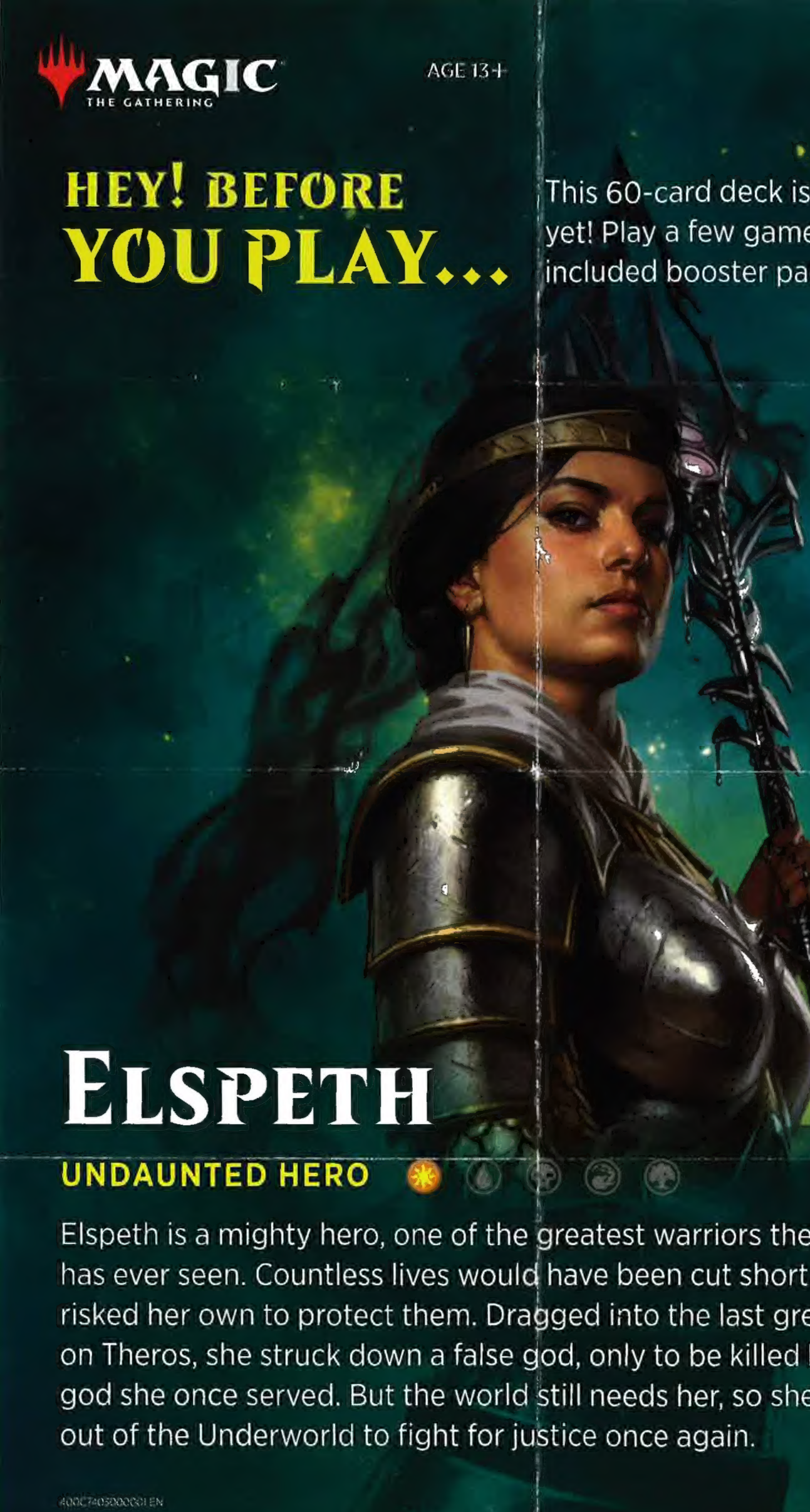
This 60-card deck is ready for battle, so don't start adding new cards just yet! Play a few games to understand how your deck works, *then* open the included booster packs.



ELSPETH

UNDAUNTED HERO

Elspeth is a mighty hero, one of the greatest warriors the Multiverse has ever seen. Countless lives would have been cut short had she not risked her own to protect them. Dragged into the last great conflict on Theros, she struck down a false god, only to be killed by the sun god she once served. But the world still needs her, so she is climbing out of the Underworld to fight for justice once again.

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PLAYING THE DECK

Elspeth's strength, speed, and martial skill complement her powerful protective magic to make her an excellent leader. Steadily develop an army of creatures with abilities to help them power up and protect each other. Pressure your opponent with bigger and bigger attacks, then use Elspeth's ultimate ability to strike the killing blow.

TERMS TO KNOW

FIRST STRIKE

The first strike ability lets a creature deal its damage first in combat. It may finish off an opponent's creature before that creature can strike back!

FLASH

A spell with flash can be cast any time you could cast an instant.

FLYING

A creature with flying can be blocked only by other creatures with flying or creatures with reach.

WHAT ARE PLANESWALKERS?

Planeswalkers are formidable allies you can summon to fight alongside you. Once a planeswalker is on your side of the battlefield, you can start using their abilities right away.

Because they are so powerful, you will want to focus on defeating your opponent's planeswalkers. When you declare attackers, you can choose whether each creature is attacking an opponent or a planeswalker they control. Your opponents can block as normal to protect their planeswalker. Whenever damage is dealt to a planeswalker, that many loyalty counters are removed from it.

Illus. Magali Villeneuve

Once per turn, any time you could cast a sorcery, you can activate one of your planeswalker's loyalty abilities. When you do, add or remove the corresponding number of loyalty counters. You can use dice to keep track of your planeswalker's loyalty counters.

Planeswalkers enter the battlefield with a number of loyalty counters equal to their starting loyalty, which is printed in the lower right corner of the card. If your planeswalker loses all of its loyalty counters, put it into your graveyard.

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